BenQ

Joybee P330

Digital Audio Player
User.s Manual

Welcome

Copyright

All rights reserved. No part of this publication may be reproduced, transmitted, recorded,stored in a retrieval system, or translated into any language or computer language, in any form or by any means, electronic or mechanical, recording, photocopying, or otherwise,without the prior written permission of the BenQ Corporation.

Disclaimer

BenQ Corporation makes no warranty or representation, either expressed or implied,with respect to the quality, accuracy or fitness for any particular purpose of this document. The information in this document is subject to change without notice

Windows is the registered trademark of Microsoft Corporation. All trademarks or product names appearing in this manual are registered property of their respective owners.

Cautions

. This digital audio player is a delicate device, do not drop it or subject it to force.
. Do not open or attempt to disassemble or modify any part of the device.
. Do not allow the device to become wet. Keep the device away from splashing liquids.
. Do not allow the device to become frozen or hot. Keep the device away from extreme temperatures, humidity, dust or direct sunlight
. Do not clean the device with chemical solvents. Wipe the device with a soft dry cloth.
. Use only adapter and accessories approved by the manufacturer. Damage to the device, its equipment, and users may occur, and the product warranty will become void if nonapproved adapter or accessories are used
. Avoid extended periods of high volume usage which may damage your hearing.
. BenQ Corporation assumes no responsibility for the loss of data stored on the device under any circumstances. Users are advised to back up data on another storage device.
. Do not use the product batteries for any other purpose than to power the product.

Important information

FCC compliance

This device has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference to radio or television reception. This device generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with these instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this device does cause harmful interference to radio or television reception, which can be determined by turning the device off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

. Reorient or relocate the receiving antenna of the effected receiver.

. Increase the separation between the equipment and effected receiver.

. Connect the device into an outlet on a circuit different from that to which the effected receiver is connected.

. Consult the dealer or an experienced radio/TV technician for assistance.

Any unauthorized changes or modifications to this device will void the user.s authority to operate this device.

Disposal of Waste Electrical and Electronic Equipment (Applicable in the European Union and other European countries with recycling systems)

This symbol on the product or on its packaging indicates that this roduct shall not be treated as household waste. Instead it shall be

handed over to the applicable take-back scheme for the recycling of electrical and electronic equipment. By ensuring this product is disposed on correctly, you will help prevent potential negative consequences for the environment and human health, which could otherwise be caused by inappropriate waste handling of this product. The recycling of material will help to conserve natural resources. For more detailed information about recycling of this product, please contact your local BenQ office.

Table of Contents

Precautions……6
BenQ Joybee P330 Digital Audio Player……..7
Introduction……7
System requirements……7
Package contents……8
Getting to know your Joybee P330 Digital Audio Player…..9
Key definition……10
The joybee P330 Digital Audio Player menu map……..11
Getting Start……..12
Charging the Player……..12
Charging by connecting to a computer……12
Turning the Player on and off……13
Locking the keys……..13

Force shutting down the Player……..13
Using Joybee P330 as digital audio Player……..14
Playing the music files……..14
Using the recording functions……..25
Playing the recorded files……..29
Listening to FM radio……34
Browsing the JPEG/BMP/GIF pictures……..37
Playing the AMV files……..38
Browsing the E-book……..39
System setup……41
Clock……41
LCD set…… ……42
Language…… ……42
Power off……43
Replay mode……44
Memory info……44
Firmware version…… ……..44
Firmware upgrade……44
Using BenQ Joybee P330 as a flash disk…… …….45
Advanced operation…… ……..47
Troubleshooting…… ……..54
Technical Specifications…… ……..56

1 Precautions

- Do not place the Player in places with too high/ low temperature or damp.
- Do not let any object drop or impact onto the Player.
- Avoid using the Player in places with too much dust or soot.
- Do not use chemicals such as alcohol and benzene attenuant.
- Never disassemble, fix or modify the Player.
- Do not impact onto the LCD of the Player. Keep away from any objects carrying static.
- The Player should never suffer water drops or splashes. And no objects filled with liquids, such as a vase, should be placed on the Player.
- Never change the battery. Improper change of battery may cause an explosion. Only use the same type or equivalent batteries for change!

BenQ Joybee P330 Digital Audio Player

Introduction

Thank you for purchasing the BenQ Joybee P330 Digital Audio Player. In this manual, you will find all the information about your player, including instructions. Please read this manual carefully in order to make the best use of your player.

System requirements

System requirements:

. Microsoft Windows 2000/XP or later Operation System (OS)
. Intel Pentium 200MHz or faster processor
. 32 MB RAM
. 60 MB unused and available Hard Disk Drive (HDD) space
. USB connector (USB 2.0 High Speed recommended)
. CD-ROM driver

. Before install the software, please make sure that the DirectX9(or above) and the Windows Media Player9(or above) have been installed.

. To make a connection between a PC with Windows 98SE and the player, install the driver from the provided CD first.

Package contents

Please check the contents of the packaging. Should any part be missing or damaged, please contact your dealer immediately

☞ The parts illustrated may differ slightly in appearance from those supplied.

Basic package

Setup CD-ROM

USB Connecting

Earphone

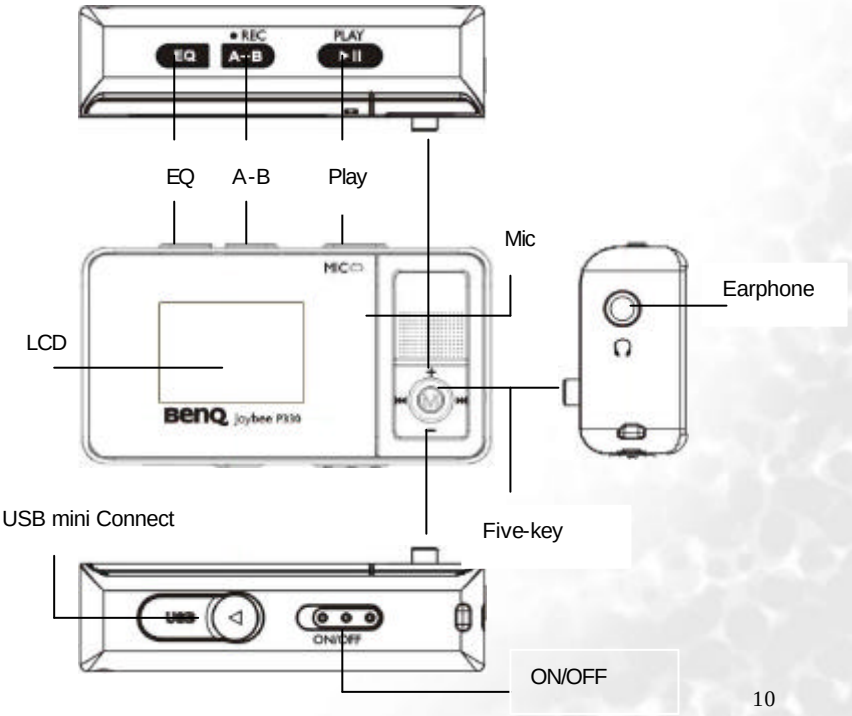
Quick Start

Warranty card

Adapter

Notice: All affixes are according to substance.

Getting to know your Joybee P330 Digital Audio Player



Key definition

PLAY ⏯: Turn On, Turn Off, Play, Pause, and Stop.

MODE: Switching Working Mode, Menu Options, Interface Switching.

NEXT ⏭ Move to Right, Forward

LAST ⏮ : Move to Left, Backward

VOL+: Volume Increasing, Last Item

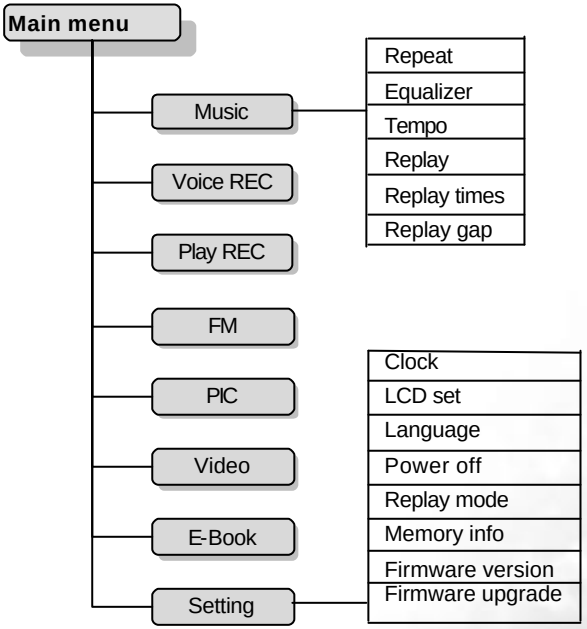
VOL-: Volume Decreasing, Next Item

A-B/REC: Special A-B / Recording Hot Button

EQ: When playing MP3 musical files, use this button to directly change their sound effects without entering the option menus. Long-pressing of this button will lock or unlock the button

POWER: Turn on or off the power

The Joybee N200 Digital Audio Player menu map



Getting Started

Charging the player

The player offers about 20 hours of continuous MP3 playtime when the battery is new and fully charged. The exact playtime is subject to battery age and condition, and the format of the files being played.

Exact charging time differs according to battery status, which is indicated in the battery bar on the player display. The screen shows the progress of charging and indicates when charging is complete.

The Joybee P330 uses a rechargeable Lithium-Ion battery which can provide you with years of service. To maintain the life of the battery, please don.t allow it to remain discharged for an extended period. You can charge the battery whenever you want, even when it is not flat. However, the life of the battery also depends on the frequency of charging. The more frequently the battery is fully charged/discharged, the shorter its replay time will be owing to battery cycle life. This is expected normal battery behavior and is not considered a manufacturing defect of the battery or charger.

Charging by connecting to a computer

Connect the mini USB end of the cable to the player and the USB end to the computer. When charging through a USB connection, have your PC switched on rather than in idle mode or switched off.

- **When charging through a USB connection, you can transfer files to or from the player to the PC at the same time.**
- **Alternatively, you can recharge the player using the power adapter.**

Notice: When using or recharging the player, please push the "On/Off" to the position of "On".

Turning the player on and off

- To turn on the player, press and hold play key for 3 seconds when the power key is on. The player enters the last mode when it was turned off.
- To turn on the player, press and hold play key for 3 seconds

Locking the keys

To avoid any accidental key touches which may cause unexpected behavior during the use of the player(like when the player is in your pocket), you can temporarily lock all the keys by pressing and holding EQ key during music or radio playback. To release the locked keys, press and hold EQ key again.

Force shutting down the player

To force shut down the player if it malfunctions, press the power key to off, the player turns off immediately.

4 Using BenQ Joybee P330 as digital audio player

Playing the music files

Select the “Music” in the main menu, enter the music files playback interface.

The Musical File Playback function realize the playback of musical files in MP3 and WMA formats along with the features of repeating, following and contrasting. It has the interfaces of stop, playing, lyrics display, repeating, deleting, directory selecting, as well as function selection and settings.

indicates that the current musical file is in the WMA format with a bit rate of 64Kbit.

represents that the current cycle mode is Repeat 1.

indicates that the current musical file is the first one and the total number of the musical files is 15. The total number refers to the number of musical files in the current directory.

indicates that the current EQ is Classic.

shows that the current playback position is at 00:03 and the total ength of the song is 05:17.

represents that the current song has its lyric.

"My Heart Will Go On" is the name of the song. If the song does not have a Tag, then its file name will be displayed here.

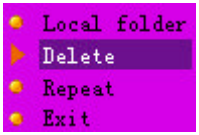
" Celine Dion" is the name of the singer.

Button Function in the Stop Interface

- Long-Press of MODE: Enter into the main menu.
- Short-Press of MODE: Enter into the Stop menu interface.
- Short-Press of PLAY: Play musical files.
- Long-Press of PLAY: Turn the player off.
- Hold-On of NEXT: Cycle to the next song in the current directory and the time position of musical files is reset to zero.
- Hold-On of LAST: Function oppositely to NEXT.
- Short-Press of "Vol+" or "Vol-": Adjust the volume.
- Short-Press of A-B: Switch to the recording interface and start recording.
- Short-Press of EQ: Switch the sound effects.

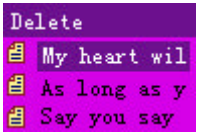
The Stop Menu Interface

You can select local folder, delete, repeat and exit. When you enter into this interface.

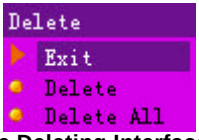


The Deleting Interface

You can delete a single file or all files in here.



In this interface, press MODE to enter into the Deleting Ways selection interface.

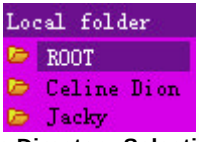


Button Function in the Deleting Interface

- Long-Press of PLAY: Turn the player off.
- Short-Press of PLAY: Return to the Stop Interface.
- Short-Press of A-B: Switch to the recording interface and start recording.

Directory Selection Interface

You can select the valid directory (the directory that contains musical files) here to change the current playback directory. When you enter into this interface, you are located at the current directory of the current disk.



Button Function in the Directory Selection Interface

- Short-Press or Long-Press of "Vol-" : The selection strip sw itches to the

next directory one by one. The selection strip scrolls in a way of two lines.

- Short-Press or Long-Press of “Vol+”: The selection strip switches to the last directory one by one. The selection strip scrolls in a way of two lines.
- A short-press of MODE will select the directory and return to the Stop interface. If the current directory (including the disk) is changed, then you need to reset the current file as the first, otherwise, the file and playback position will not be changed.
- A long-press of PLAY will turn the player off.
- A short-press of PLAY will return to the Stop Interface.
- A short-press of A-B will enter into the recording function.

Button Function in the Playing interface

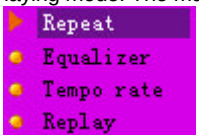
- Short-Press of MODE: Enter into the Playing menu interface.
- Long-Press of MODE: If there is the corresponding lyric, then you will enter into the Lyrics interface. If there is no corresponding lyrics, then the song will stop playing and you will enter the main menu.
- Short-Press of PLAY: Enter into the Stop Interface.
- Long-Press of NEXT: Function as fast forward till the end of a song.
- Long-Press of LAST: Function as fast backward till the beginning of a song.
- Short-Press of NEXT: The music fades out in 2 seconds. The player jumps to the next song and start playing. In this case, the next song is selected based on the current playing mode. If the current mode is Cycling One, then the next song is selected based on Cycling All.
- Short-Press of LAST: Function oppositely to NEXT.
- Hold-On of “Vol+”: The volume will increase.
- Hold-On of “Vol-”: The volume will decrease.

- Short-Press of A-B: Enter into the Repeat interface and confirm the A point. One more short-press of A-B will confirm the B point and start repeating the segment between A and B.

Playing Menu Interface

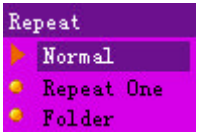
Note: This interface provides the user with the following options:

① Repeat: To set the ways for playing songs.
② Equalizer: To set sound effects for the playing songs.
③ Tempo rate: To adjust the speed of song playing, except for the songs in the WMA format.
④ Replay: To enter the Repeat interface and start the Repeat function.
⑤ Replay Times: To set the times for repeating.
⑥ Replay gap: To set the interval between each repeating playing.
⑦ Exit: Return to the Playing mode. The music is still playing.



Repeat Setting Interface

Note: You can select Repeat Mode for playing songs in here. The music is still playing.



List of Repeat Mode Options:

Current directory, it will continue to play the songs in the next directory .

Repeat One: Repeat playing the current song.

Play Folder: The player will stop if it finishes playing the songs in the current directory.

Repeat Folder: Repeat playing the songs in the directory.

Repeat All: Repeat playing the songs in all directories.

Random: Play the songs in the current directory in a random way.

Pre-listen: Play the beginning 10 seconds of all the songs in the current directory in order.

Equalizer Setting Interface

Note: You can select Equalizer for playing songs in here. The music is still playing.

List of Sound Effects Options:

Natural (Default)

Rock

Pop

Classic

Soft

Jazz

Double Bass

Repeat Interface

Note: You can perform manual or auto repeat in here. The repeat type you use is set in the " Settings" . The Replay Times and Replay gap are set in the Playing menu interface.

Manual Repeat Operation

When you enter Manual Repeat, the "A" in will flash.

- A short-press of NEXT or A-B will set the "A" point, and then "B" will flash.
- A short-press of NEXT or A-B will set the " B" point. Then the segment between "A" and "B" will play repeatedly.
- After a short-press of LAST or A-B or the set repeating times, the repeat function will be cycled.
- A short-press of NEXT will enter the cycle of Follow -> Repeat. For the follow, ADPCM is adopted to record sound. The recording duration is 10% longer than the repeat. The minimum recording duration is 1 second.
- A short-press of LAST will return to the Repeat function.
- A short-press of NEXT will enter the cycle of Repeat -> Compare. The Compare function refers to play the sound recorded in the Follow function.
- A short-press of LAST will return to Follow-Repeat.
- A short-press of NEXT will begin the settings for the next Repeat.

Note: ① In the steps above, hold-on of "Vol+" or "Vol-" will change the current playing speed. (Except for the WMA format)

② In all the steps above, a short-press of MODE will quit the Repeat interface and return to the Playing interface.

③ In all the steps above, a short-press of PLAY will quit the Repeat interface and the Playing interface, and return to the Stop interface.

Auto Repeat Operation

- When you enter Auto Repeat, the "A" in will flash.
- A short-press of NEXT/A-B will set the "A" point, and then "B" will flash.
- If the player finds a blank or after a short-press of NEXT/A-B, th Repeat will display, and the player will start repeating the segment between A and B.
- After the set repeat times, the "B" point will be automatically set to the "A" point of the next segment, and then the " B" point is wanted.
- A short-press of LAST will cycle the Setting->Repeat function.
- A short-press of NEXT will enter the cycle of Repeat -> Follow. For the follow, ADPCM is adopted to record sound. The recording duration is 10% longer than the repeat. The minimum recording duration is 1 second.
- A short-press of LAST will return to the Repeat function.
- A short-press of NEXT will enter the cycle of Repeat -> Compare. The Compare function refers to play the sound recorded in the Follow function.
- A short-press of LAST will return to Follow-Repeat.
- A short-press of NEXT will begin the settings for the next Repeat.

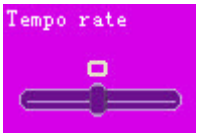
Note: ① In the steps above, hold-on of "Vol+" or "Vol-" will change the current playing speed.

② In all the steps above, a short-press of MODE will quit the function setting interface and return to the Playing interface.

③ **In all the steps above, a short-press of PLAY will quit the Repeat interface and the Playing interface, and return to the Stop interface.**

Tempo rate Setting Interface

Note: You can set the current playing speed in here. This will affect the playing of musical files in the MP3 format. However, this will not affect the files in WMA format.



Replay times

Note: The player will quit the Repeat mode after the set replay times. The repeat times can be 1 to 10.

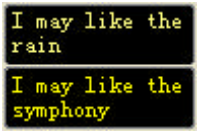
Replay gap

Note: During repeating, the player will pause for this period of time between each repeat. The interval can be 1 to 10 seconds.

Lyrics Show Interface

Note: When you enter into the Lyrics Show interface, the current song continue to play and the corresponding lyrics will display according to the playing progress of the song. When the playing of the song is over, the player will run the subsequent song playing functions according to the Playing mode set. If the subsequent songs have lyrics, then the player will still work in the Lyrics Show interface. If there is no lyrics, then the player will return to the Playing interface to play the subsequent songs.

English Songs:



- The screen is split into an upper part and a lower part. Generally, a line in the LRC corresponds to a part. If a line in the LRC has more than 28 characters, the rest characters in the line will be displayed in the other part. For each part, the sync time tag is calculated by averaging. Note that, if a new line appears in the middle of a word, a "-" is required to connect the two lines, but for a word with only two characters, the whole word will be displayed in the next line.
- Chinese Songs: Similar with English songs. However, each part has 2

lines. Each line has 7 Chinese characters.

- When the song is playing, its lyrics will be highlighted, and the next sentence of the lyrics will wait in the other part. The waiting lyrics will be highlighted when its time comes. The next sentence will be displayed in the part where the last sentence has finished its presence. **Whereas the time in LRC usually has some delay, the lyrics can be showed 1 second ahead.**

Button Function in the Lyrics Show Interface

- Short-Press of Mode: To return to the Playing interface.
- Short-Press of Play: To quit the Lyrics interface and enter the Stop interface.
- Long-Press of Next: Function as fast forward till the end of a song. ⏩ will be displayed.
- Long-Press of LAST: Function as fast backward till the beginning of a song. ⏪ will be displayed.
- Short-Press of NEXT: To switch to the next song.
- Short-Press of LAST: To switch to the last song.
- Short-Press of “Vol-”: Cycle to the next screen of the lyrics. This could be overlaid by sync lyrics.
- Short-Press of “Vol+”: Cycle to the last screen of the lyrics. This could be overlaid by sync lyrics.
- In this case, the A-B button is disabled.

Using the recording functions

Select the “Voice REC” in the main menu, enter the recorder interface.

In this interface, it realize recording sound files of WAV and ACT format. It has the following interfaces: stop, recording, pause and directory selection.

- 00:00:03 indicates the progress of the recording. In the Stop interface the length of the current recording will be displayed.
- **05:05:17** indicates the space available for recording sound.
- 32K WAV indicates the coding format of the current recorded file, including AG8 and AD32.
- 01-15, the “01” will not change. The “15” represents the number of currently existing recorded files.
- **REC01** is the filename of the current recording file. **2004/10/29 08:56** is the date of the file.

Button Function in the Stop Interface

- Long-Press of MODE: To return to the main menu.
- Short-Press of MODE: To enter into the Stop Menu interface.
- Short-Press of A-B/PLAY: To enter the recording interface and start recording.
- Long-Press of PLAY: to turn the player off.
- LAST and NEXT: Disabled.
- “Vol+” and “Vol-”: Disabled.

The Stop Menu Interface

Note: You can select Local folder, REC Types and Exit in here. When you enter into this interface, the enabled position is the one where you quit last time.

Local folder Selection Interface

Note: Here, you can select any directory as your current recording directory. When you enter into the recording interface, you will be located at the current directory of the current disk.

Button Function in the Directory Selection Interface

- Short-Press or Long-Press of "Vol-": The selection strip switches to the next directory one by one. The selection strip scrolls in a way of two lines.
- Short-Press or Long-Press of "Vol+": The selection strip switches to the last directory one by one. The selection strip scrolls in a way of two lines.
- A short-press of MODE will confirm the selection strip and return to the Stop interface.
- A short-press of PLAY will cancel Directory Selection and quit to the Recording Stop Interface.
- A long-press of PLAY will turn the player off.
- A short-press of A-B will enter into the recording function.

REC Type Selection Interface

Note: Here, you can choose REC types from Fine REC, Long REC, Fine VOR and Long VOR.

The Recording Interface

Note: When you enter into the Recording interface, a new recording file will be generated, and the recording will start in a current coding ways. The scrolling bar indicates that the player is in recording. It also indicates the progress of the current recording.

Long press play key to save the file.

Button Function in the Recording Interface

- Short-Press of PLAY/A-B: To enter into the Pause Interface.
- Long-Press of PLAY/A-B: To return to the Stop Interface.
- LAST, NEXT, Vol+ and Vol-: Disabled.

VOR Function

When the player does not sense any valid voice, the system will stay at Voice Waiting mode. When valid voice is sensed, the player will resume recording.

Stop recording when the electronic signal level is too low.

When the player waits to record sound, the recording time length “00:00:03” will flash.

In the recording, if the electronic signal level is too low, the recording file

will be saved, and then the player will return to the Stop interface.

The Pause Interface

When you enter into the Pause interface, the Pause status will be displayed and user's operations are wanted. In this case, 00:00:03 will flash at the rate of once per second.

Button Function in the Pause Interface

- Short-Press of PLAY/A-B: To return to the Recording interface to resume recording.
- Long-Press of PLAY/A-B: To return to the Stop interface and save the recording in the file system.
- LAST, NEXT, Vol+ and Vol-: Disabled.

Stop recording when the electronic signal level is too low.

During the pause, if the electronic signal level is too low, the recording file will be saved, and then the player will return to the Stop interface.

Playing the recorded files

Select the “Play REC” in the main menu, enter the interface of playing the recorded files.

Realize the playback of *.WAV and *.ACT files. It has the following interfaces: Playing, Local folder Selection, Delete, as well as function selection and settings interfaces.

Functions in the Stop Interface

Note: When you enter into the Stop interface, the information about the current playing of recorded sound will be displayed and user’s operations are wanted.

- 00:00:03 is the time display for playing the recorded sound.
- 01/15 represents the order of current recorded file and the total number of recorded files in the current directory.
- REC01 is the filename and 2004/3/15 10:23 is the date and time when the file was created. (They will not scroll when the playing of the file stops.)

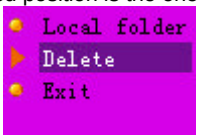
Button Function in the Stop Interface

- Long-Press of MODE: To enter into the main menu.
- Short-Press of MODE: To enter into the Stop Menu interface.
- Short-Press of PLAY: To start playing the recorded sound.
- Long-Press of PLAY: To turn the player off.

- Short-Press of LAST: To switch to the last recorded file in the current directory and reset the time point to zero.
- Long-Press of LAST: To cycle to the last recorded files and reset the time point to zero.
- Short-Press of NEXT: To switch to the next recorded file in the current directory and reset the time point to zero.
- Long-Press of NEXT: To cycle to the next recorded files and reset the time point to zero.
- Short-Press of A-B: To switch to the recording mode and start recording.

The Stop Menu Interface

Note: Here, you can select Local folder, Delete and Exit. When you enter into this interface, the enabled position is the one where you quit last time.



Folder Selection Interface

Note: The user can select a folder as the current folder from the valid directories (the directories that contain recorded files). Each time when you enter into the Recorded File Playing mode, you will be located at the current directory of the current disk.

Button Function in the Directory Selection Interface

- Long-Press of “Vol-”: The selection strip switches to the next directory one by one. The selection strip scrolls in a way of two lines.
- Long-Press of “Vol+”: The selection strip switches to the last directory

one by one. The selection strip scrolls in a way of two lines.

- Short-Press of MODE: To select the selection strip and return to the Stop interface. When you switch to a new directory, the resume playing memory will be cleared.
- Short-Press of PLAY: To quit to the Stop Interface.
- Long-Press of PLAY: To turn the player off.
- Short-Press of A-B: To enter the recording function and start recording.

Delete Interface

Note: This interface is used for deleting files.

Deletion Confirmation Interface: It is the same as the Musical File Deletion except that the files are changed to recorded files.

Button Functions in the Deleting Interface (Refer to the deletion of musical files)

- Short-Press of MODE: To confirm the current selection and return to the Stop interface.
- Short-Press of PLAY: To cancel the current selection and return to the Stop interface.
- Long-Press of PLAY: Turn the player off.
- Short-Press of A-B: To switch to the recording interface and start recording.

Functions in the Playing Interface

Note: When you enter into the Playing interface, the information about the current song will be displayed. The player automatically resumes playing the song and waits for the user's operations.

Its interface is similar with the Stop interface except that its time column is counting on.

The " REC01 2004/01/01 10:23" is scrolling horizontally when the file is playing,

Button Function in the Playing interface

- Short-Press of MODE: To enter into the Playing menu interface.
- Short-Press of PLAY: To enter into the Stop Interface.
- Long-Press of PLAY: To turn the player off.
- Short-Press of NEXT: To jump to next file and start playing from its beginning.
- Short-Press of LAST: To jump to last file and start playing from its beginning.
- Long-Press of NEXT: Fast forward till the end of the sound file.
- Hold-On of NEXT: Fast backward till the beginning of the sound file.
- Hold-On of "Vol+": To increase the volume.
- Hold-On of "Vol-": To decrease the volume.
- Short-Press of A-B: To enter the Repeat interface and confirm the "A" point.

Playing Menu Interface

Note: This interface provides the user with various options, including Repeat Mode, Tempo rate, Replay and Exit, while the recorded file is still playing. It is the same as the submenu of Musical File Playback except that it does not have the EQ options.

Repeat Setting Interface

Note: You can select Repeat Mode for playing songs in here. The music is still playing.
It is the same as the interface when playing music.

Repeat Interface

Note: You can perform the repeat function here.

Repeat Operation

- When you enter the Repeat function, the "A" in

will flash.
- A short-press of NEXT will set the "A" point, and then "B" will flash.
- A short-press of NEXT will set the " B" point. Then the segment between "A" and "B" will play repeatedly.
- A short-press of MEXT/LAST will cycle the Repeat function.

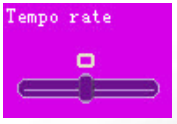
Note: ① In the steps above, hold-on of "Vol+" or "Vol-" will change the current playing speed.

② In all the steps above, a short-press of MODE will quit the Repeat interface and return to the Playing interface.

③ In all the steps above, a short-press of PLAY will quit the Repeat interface and the Playing interface, and return to the Stop interface.

Tempo Rate Setting Interface

Note: Here, you can set the current playing speed, which will affect both WAV and AG8 files.



Listening to FM radio

Select the “FM” in the main menu, enter the FM interface.

Each time when you enter into this function, you are in the playing mode. You need to restore the current prestored radio stations to play. The first time you enter this function the frequency of the current radio station is the minimum one.

: The current frequency position. It changes its position on the frequency scale with the changing of current frequency.

: Frequency Scale.

: The channel number of the current radio station. Up to 20 radio stations can be prestored.

: The current frequency.

: Stereo. If this icon does not appear, then the radio is in mono mode.

Listen to the Radio

The interface is as shown in Fig above. The current band is at 87-108MHz (European and American Band). The initial value of the current frequency for a new player is at 87MHz.

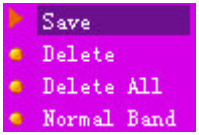
Operation Instructions

- A long-press of NEXT will search for a radio station backward and then play its program. If its frequency is the same as the one prestored, then its channel number will display. A short-press of NEXT will move the frequency forward at a step of 100KHz for fine tuning.
- A long-press of LAST will search for a radio station forward and then

play its program. If its frequency is the same as the one prestored, then its channel number will display. A short-press of LAST will move the frequency backward at a step of 100KHz for fine-tuning.

- Short-Press of “Vol+” or ”Vol-” will adjust the volume.
- Long-Press of MODE: To enter into the main menu.
- Short -Press of MODE: To enter into the FM submenu.
- Long-Press of PLAY: To turn the player off.
- A short-press of PLAY will jump to the next prestored radio station. If there is no other prestored channel numbers, the press will not be responded. When the last prestored channel number is reached, the player will cycle back to the first prestored channel number.
- A short-press of A-B will enter the recording mode and start recording. While the radio program is still playing.

FM Submenus



- Save: To save the radio station you are now listening to.
- Delete: To delete the radio station you are now listening to.
- Delete All: To delete all the radio stations stored.
- Normal Band: 87-108MHz.
- School Band: 76-90MHz.
- Fine REC: To record the radio program you are now listening in wav format.

- Long REC: To record the radio program you are now listening in act format.
- Exit: To quit the menu.

Save

Note: Save the frequency to a new preset channel number. If the frequency is just the saved one that is fine tuned, then it will be saved to the current channel number.

Delet

Note: If you want to delete the current saved radio station, press MODE to delete the current channel and quit to the FM playing interface. Press of other buttons will cancel the deletion and quit to the FM playing interface.

Delet All

Note: If you want to delete all the saved radio stations, press MODE to delete all the channel and quit to the FM playing interface. Press of other buttons will cancel the deletion and quit to the FM playing interface.

Normal Band

Select the current band as 87-108MHz.

School Band

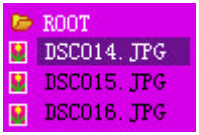
Select the current band as 76-90MHz.

Browsing the JPEG/BMP/GIF pictures

Select the “PIC” in the main menu, enter the picture browsing interface.

Realize viewing of JPEG, BMP, GIF pictures. Common formats are supported.

File Selection Status



A press of Play will enter into the Picture Playing status.

- Press ”Vol-” or “Vol+” to select the next/last file.
- A press of Mode will enter the Stop submenus. 1. Local Folder 2. Play Set, 3. Delete and 4. Exit.
- There are two playing modes: 1. Manual and 2. Auto.
- In the Auto Playing mode, the auto page turning interval can be set to 1 -10 seconds.
- Other buttons are disabled.

Picture Playing Status

- A short–press of Next / Last will display the next/last picture.
- A short–press of Play will return to the File Selection status.
- A long-press of Mode will return to the main menu.

Playing the AMV files

Select the “Video” in the main menu, enter the interface of playing AMV files. The *.AMV files could be playback in this function(the *.AMV files can be converted by using the software which in the CD).

Button Function

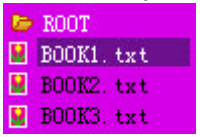
- Short-Press of MODE: Enter into the Playing menu interface.
- Long-Press of MODE: Stop playing the AMV files and enter the main menu.
- Short-Press of PLAY: Play or stop.
- Long-Press of NEXT: Function as fast forward till the end of a AMV file.
- Long-Press of LAST: Function as fast backward till the beginning of a AMV file.
- Short-Press of NEXT: Jumps to the next AMV file and start playing. In this case, the next file is selected based on the current playing mode. If the current mode is Cycling One, then the next song is selected based on Cycling All.
- Short-Press of LAST: Function oppositely to NEXT.
- Hold-On of “Vol+”: The volume will increase.
- Hold-On of “Vol-”: The volume will decrease.
- Short-Press of A-B: Switch to the recording interface and start recording.

Browsing the E-book

Select the "E-Book" in the main menu, enter the interface of viewing txt files.

File Selection Status

When you enter from the main menu, you are at the file selection status.

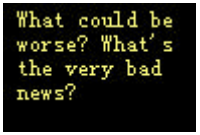


Press the PLAY button, begin to read the selected text file.

- Press "Vol-" or "Vol+" to select the next/last file.
- A press of Mode will enter the Stop submenus. 1. Local Folder 2. Play Set, 3. Delete and 4. Exit.
- There are two playing modes: 1. Manual and 2. Auto.
- In the Auto Playing mode, the auto page turning interval can be set to 5 - 15 seconds.
- Other buttons are disabled.

Read the files

Press the PLAY button, begin to read the text file, as the Fig below:



- A short-press “LAST” or “NEXT” to select the last page/next page
- A short–press of Play will return to the File Selection status.
- Long-Press of MODE: To enter into the main menu.
- Other buttons are disabled.

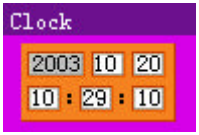
System setup

Note: This is mainly used for the setting of system-related parameter and status display. These settings include: Clock, LCD Set, Language, Power off, Replay Mode, Memory Info, Firmware Version, Firmware Upgrade and Exit Menu.

Interface Display

After you finish setting each of these functional interfaces, you will still be returned to this interface.

Clock Setting



Button Function

- A short-press "Vol+" will enter the procedure of setting the recording time, beginning with the setting of year. Follow the order of " Year – Month – Date – Hour – Minute" .
- A long-press of PLAY will turn the player off.
- A short-press of MODE will confirm and quit.
- A short-press of A-B will enter the recording interface and start

recording.

The Setting Procedure

- 2003 flashes(2HZ)
- Hold-on of NEXT will increase the year number step by step.
- Hold-on of Last will decrease the year number step by step.
- A short-press of “Vol+” will confirm the year number. Then the setting item will be switched to Month, whose setting method is the same as the that of Year.
- Keeping on the short-press of “Vol+” will set Date, Hour and Minute in turn. Press “Vol+” once more to finish the setting.
- Press “Vol-” to set Minute, Hour, Date, Month and Year in turn.
- After the change of each setting item is confirmed, the system will be updated in time.

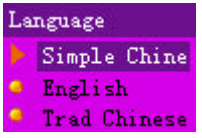
LCD Set

Button Function

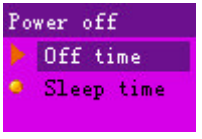
- A short-press of “Vol-“ or “Vol+” will switch among different options.
- A short-press of MODE will select and enter one of the options.
- After you enter the option, a short-press of LAST or NEXT will adjust the position of the slide bar.
- A short-press of PLAY will cancel the setting and quit.

Language

Note: Selecting Languages.



Power off



Button Function

- A short-press of “Vol-“ or “Vol+” will switch between the two modes.
- A short-press of MODE will select and enter the Energy Saving Mode or Sleeping Mode.
- A short-press of PLAY will cancel the setting and quit.

Off time

Note: In this mode, you can set the Auto Off, that is, in the Stop status, after how long the player will be turned off if there is no operations. The Range: 00’-60’.

Sleep time

Note: In this mode, you can set a time. When there is no operation, the system will count down from this setting time. When the setting time is over, the player will be turned off. This time will be reset to zero before turning off the player. (This setting is only valid for once.) It is mainly used for enjoying music before sleeping. The Range: 00’--120’.

Replay

Note: In here, you can set the working status for the repeat function. One is Manual, the other is Auto.
It is the same as the Power off Setting interface.

Button Function

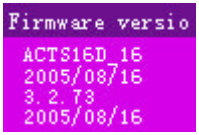
- A short-press of “Vol-“ or ”Vol+” will switch between the two modes.
- A short-press of MODE will confirm and quit.
- A short-press of PLAY will cancel the setting and quit.

Memory info

Note: View the size and use of the memory.

Firmware Version

Note: Used to display the current firmware version.



Firmware upgrade

Enter the upgrade interface. The details please refer to the 48th page "MP3 Player Upgrade Tool".

5 Using BenQ Joybee P330 as a flash disk

Realize the standard USB DISK functions. Except the UPGRADE module, in other status, when inserted into the USB Port, the player will enter into the Udisk function.

Interface Display

There are three status: Ready, Download and Upload.

Ready means that the UDISK is ready to use.

Download means that the UDisk is in downloading mode.

Upload means that the UDisk is in uploading mode.

Button Function

- In Busy status, the player will not respond to any button operation.

- In Ready mode, a short-press of MODE will switch to the MUSIC mode.
- Short-Press of A-B: Switch to the recording function and start recording.

Ejection

When PC is ejected (without pulling out the player from the PC), the player will go into the main menu automatically.

Switch to UPGRADE

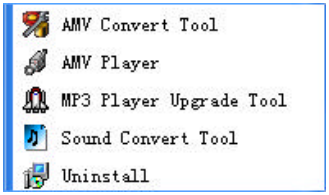
When receiving the command of switching to UPGRADE from the PC UPGRADE application, the player needs to respond and execute the corresponding command.

6 Advanced operation

BenQ Joybee P330

Notice: Before install the software, be sure of that the Media Player9(or above) and the DirectX9 have been installed in your PC.

After the installation, you can find the program in the “start”:



AMV Convert Tool：It could convert the other video formats to .mtv format, which could be played in the mp3.

AMV Player: It could playback the *.amv files which have been converted.

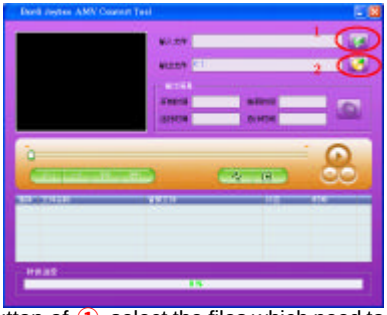
MP3 Player Update Tool：The firmware upgrade tool

Sound Convert Tool：The tool is designed for format conversion from rcd/rec/act to WAV for recording files , with the function of files playback in WAV, MP3 format files included.

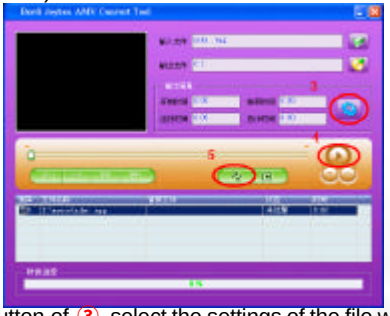
Uninstall：Uninstall the software.

AMV Convert Tool

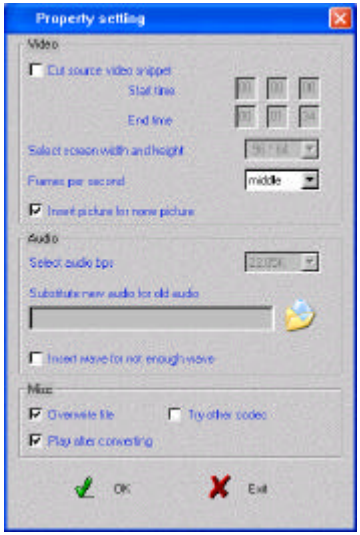
Select the “AMV Convert Tool”, the figure will be shown as below:



Click the button of ①, select the files which need to be converted; click the button of ②, select the path of the .amv files(you could not change the name of the file)



Click the button of ③, select the settings of the file which will be converted.



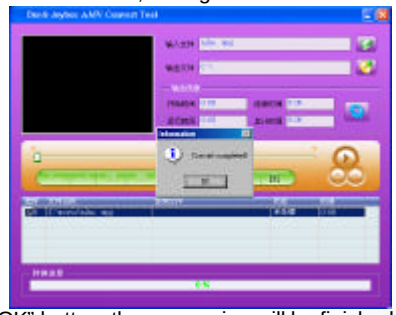
You can select:

Frames per second of the AMV files: “low、middle、high”

After finishing the settings, click the “OK” button, it will return the main figure. (Notice: every time when the software reset, all the settings will return default)

Click the button of ⑤, the software will begin to work:

When the work finished, the figure will be shown as below:

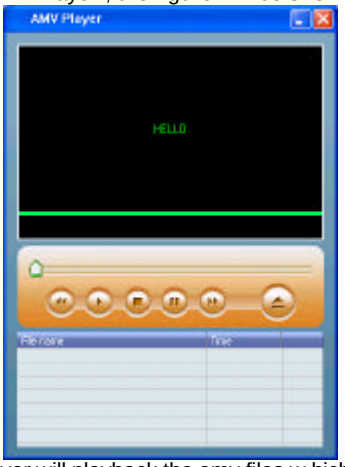


Click the “OK” button, the conversion will be finished. You can find the .amv files in the path you have appointed.

About the formats: If your Media Player could not playback the source video(click the button of ④ in the main figure, it could not playback normally), you should install the more decoders, or the software will not work successfully.

AMV Player

Select the “AMV Player”, the figure will be shown as below:

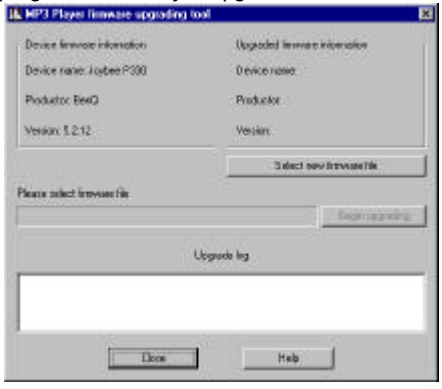


The AMV Player will playback the amv files w hich have been converted you choose.

MP3 Player Update Tool

It upgrades a new version firmware for the MP3 Player.

Connect the MP3 player to the PC, enter the firmware upgrade interface, then click the program “MP3 Player Upgrade Tool”.



Click the “Select new firmware file” to select the firmware you need, then click the “Begin upgrade” button. When the progress end, the upgrade is successful.

Sound Convert Tool

Select “Sound Convert Tool”, the figure will be shown as below:

The tool is designed for format conversion from rcd/rec/act to WAV for recording files , with the function of files playback in WAV, MP3 format files included.

Uninstall

Select “Uninstall”, it will uninstall the software:

Troubleshooting

1.Push the play for 3 seconds, there is no display on the screen.
Please check the following: The battery is no power left, or the ON/OFF switch is not put on the “ON” position.

2. The mess timing display on the screen when playbacking some songs.
Please check the following: At the moment, the Mp3 file is compressed by VBR format, the change of the timing display is due to the change of the playback speed, so the songs’ playback is no problems. Please recompress the MP3 format file again; the wrong timing display problem can be solved.

3. Sometimes, plugging in or plugging out the device may infect the normal work of the computer.
Please check the following: It is mainly because of plugging in or out the USB device. We advise the user not to disconnect the device when transmitting files or formatting files.

4. When a song can’t playback smoothly, the buttons react very slowly and the earphone may scream.
Please check the following: This may incurred by the unsupported of the file-compress system, or the compress speed rate of the song overruns the capability of the system. To solve this problem, you can delete this song or use the

relevant software to recompress the song's file into a standard one.

Remark: To confirm the song's file , you can connect the MP3 player to PC, to check the file information by the playback tool in the computer (e.g: Winamp)

☞ 5. No sound when playing a file.

Please check the following: The volume is too low, or the device is connecting the computer, or there is no music files in your device.

☞ 6. Why does the capacity displayed in the player disaccord to the its claimed capacity?

Please check the following: We need part of the device's capacity to install some software and fonts, so the capacity you have seen is usually smaller than it is claimed.

☞ 7. If the wording on the screen is distorted,

Please check the following: Please see if you have choose the correct language.

☞ 8. Can't download music smoothly:

Please check the following: Check if the USB cable has been damaged and if the USB cable connect well. Also check if the driver has been well installed, and if there is enough memory left.

☞ 9. Why sometimes the player informs "wrong format"?

Please check the following: There are damaged files in the player. Just connect the file to PC and delete the damaged file. Our products don't support NTFS and FAT32

format)

10. Why my PC can't use the Video converting software installed in the player?

Please check the following: If your computer is installed "Windows 2000", please install the "DirectX9" software, which you may find in the CD we attached in the accessories.

Technical Specifications

LCD	65K 96*64 OLED full-color
Battery	550MAH Lithium battery
Music format supported	MP3、WMA、WAV、AMV
S/N	>80db
Temperature	－5-40
Operate System	Windows98SE/2000/XP（Windows98SE need to install the driver

Note: We will not announce If the product design and the specification will be changed.

<Memo>